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81 Model-driven development of Web applications: the AutoWeb system
Piero Fraternali, Paolo Paolini
October 2000 **ACM Transactions on Information Systems (TOIS)**, Volume 18 Issue 4

Full text available: pdf(6.94 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a methodology for the development of WWW applications and a tool environment specifically tailored for the methodology. The methodology and the development environment are based upon models and techniques already used in the hypermedia, information systems, and software engineering fields, adapted and blended in an original mix. The foundation of the proposal is the conceptual design of WWW applications, using HDM-lite, a notation for the specification of structure, nav ...

Keywords: HTML, WWW, application, development, intranet, modeling

82 Surfels: surface elements as rendering primitives
Hanspeter Pfister, Matthias Zwicker, Jeroen van Baar, Markus Gross
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(500.97 KB) Additional Information: full citation, abstract, references, citings, index terms

Surface elements (surfels) are a powerful paradigm to efficiently render complex geometric objects at interactive frame rates. Unlike classical surface discretizations, i.e., triangles or quadrilateral meshes, surfels are point primitives without explicit connectivity. Surfel attributes comprise depth, texture color, normal, and others. As a pre-process, an octree-based surfel representation of a geometric object is computed. During sampling, surfel positions and normals are optionally pert ...

Keywords: rendering systems, texture mapping

83 Lapped textures
Emil Praun, Adam Finkelstein, Hugues Hoppe
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(9.11 MB) Additional Information: full citation, abstract, references, citings, index terms

We present for creating texture over an surface mesh using an example 2D texture. The approach is to identify interesting regions (texture patches) in the 2D example, and to

repeatedly paste them onto the surface until it is completely covered. We call such a collection of overlapping patches a lapped texture. It is rendered using compositing operations, either into a traditional global texture map during a preprocess, or directly with the surface at runtim ...

Keywords: parametrizations, texture mapping, texture synthesis

84 Interactive artistic rendering

Matthew Kaplan, Bruce Gooch, Elaine Cohen

June 2000 **Proceedings of the 1st international symposium on Non-photorealistic animation and rendering**

Full text available: pdf(2.46 MB) Additional Information: full citation, references, citings, index terms

Keywords: illustration, interaction, lighting models, non-photorealistic rendering, silhouettes

85 Systems, interactions, and macrotheory

Philip Barnard, Jon May, David Duke, David Duce

June 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 2

Full text available: pdf(1.60 MB) Additional Information: full citation, abstract, references, citings, index terms, review

A significant proportion of early HCI research was guided by one very clear vision: that the existing theory base in psychology and cognitive science could be developed to yield engineering tools for use in the interdisciplinary context of HCI design. While interface technologies and heuristic methods for behavioral evaluation have rapidly advanced in both capability and breadth of application, progress toward deeper theory has been modest, and some now believe it to be unnecessary. A case ...

Keywords: cognitive models, computing system models, models of interaction

86 Designing and mining multi-terabyte astronomy archives: the Sloan Digital Sky Survey

Alexander S. Szalay, Peter Z. Kunszt, Ani Thakar, Jim Gray, Don Slutz, Robert J. Brunner

May 2000 **ACM SIGMOD Record , Proceedings of the 2000 ACM SIGMOD international conference on Management of data**, Volume 29 Issue 2

Full text available: pdf(429.09 KB) Additional Information: full citation, abstract, references, citings, index terms

The next-generation astronomy digital archives will cover most of the sky at fine resolution in many wavelengths, from X-rays, through ultraviolet, optical, and infrared. The archives will be stored at diverse geographical locations. One of the first of these projects, the Sloan Digital Sky Survey (SDSS) is creating a 5-wavelength catalog over 10,000 square degrees of the sky (see http://www.sdss.org/). The 200 million objects in the multi-terabyte database will have mostly numerical attribut ...

Keywords: Internet, archive, astronomy, data analysis, data mining, database, scalable

87 Tool support for cooperative object-oriented design: gesture based modelling on an electronic whiteboard

Christian Heide Damm, Klaus Marius Hansen, Michael Thomsen

April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(1.04 MB) Additional Information: full citation, abstract, references, citings, index terms

Modeling is important in object-oriented software development. Although a number of Computer Aided Software Engineering (CASE) tools are available, and even though some are technically advanced, few developers use them. This paper describes our attempt to examine the requirements needed to provide tool support for the development process, and describes and evaluates a tool, Knight, which has been developed based on these requirements. The tool is based on a direct, whiteboard-like interaction ...

Keywords: CASE tools, cooperative design, electronic whiteboards, gesture input, object-oriented modeling, user study

88 Pattern discovery on character sets and real-valued data: linear bound on irredundant motifs and an efficient polynomial time algorithm

Laxmi Parida, Isidore Rigoutsos, Aris Floratos, Dan Platt, Yuan Gao

February 2000 **Proceedings of the eleventh annual ACM-SIAM symposium on Discrete algorithms**

Full text available: pdf(958.42 KB) Additional Information: full citation, references, citings, index terms

89 The gods must be crazy: a matter of time in collaborative systems

Du Li, Limin Zhou, Richard Muntz

December 1999 **ACM SIGGROUP Bulletin**, Volume 20 Issue 3

Full text available: pdf(585.96 KB) Additional Information: full citation, abstract, references

The concept of time in traditional distributed systems has been inherited in the Computer-Supported Collaborative Work (CSCW) literature. The following assumptions have generally been made: (1) Events are atomic and their durations do not matter. (2) Total ordering of events can be achieved by some mechanical algorithm. (3) The relationship between events is determined solely by time (causal relationship). However, we observe that these assumptions are not appropriate if the goal is to faithfull ...

90 Conceptualizing bandwidth allocation in network management

George Melissargos, Pearl Pu

November 1999 **Proceedings of the 1999 workshop on new paradigms in information visualization and manipulation in conjunction with the eighth ACM internation conference on Information and knowledge management**

Full text available: pdf(2.23 MB) Additional Information: full citation, abstract, references, index terms

In our work, we focus on how resource allocation can benefit from visualization. In this paper, we present the main visualization techniques used in a bandwidth allocation system for the management of circuit-switched networks

Keywords: interactive visualization, network management, resource allocation

91 Parallel visualization of large-scale aerodynamics calculations: a case study on the Cray T3E

Kwan-Liu Ma, Thomas W. Crockett

October 1999 **Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics**

Full text available: pdf(4.11 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper reports the performance of a parallel volume rendering algorithm for visualizing a large-scale unstructed-grid dataset produced by a three-dimensional aerodynamics simulation. This dataset, containing over 18 million tetrahedra, allows us to extend our performance results to a problem which is more than 30 times larger than the one we examined previously. This high resolution dataset also allows us to see fine, three-dimensional features in the flow field. All our tests were perf ...

Keywords: T3E, computational fluid dynamics, parallel algorithms, parallel rendering, scientific visualization, unstructured grids, volume rendering

92 Overlapping multi-processing and graphics hardware acceleration: performance evaluation

Xavier Cavin, Laurent Alonso, Jean-Claude Paul

October 1999 **Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics**

Full text available: pdf(1.67 MB) Additional Information: full citation, abstract, references, citings, index terms

Recently, multi-processing has been shown to deliver good performance in rendering. However, in some applications, processors spend too much time executing tasks that could be more efficiently done through intensive use of new graphics hardware. We present in this paper a novel solution combining multi-processing and advanced graphics hardware, where graphics pipelines are used both for classical visualization tasks and to advantageously perform geometric calculations while ...

Keywords: graphics hardware, hierarchical and multiresolution algorithm, parallelism, radiosity, realistic rendering, wavelet

93 Visual debugging of visualization software: a case study for particle systems

Patricia Crossno, Edward Angel

October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**

Full text available: pdf(748.45 KB) Additional Information: full citation, abstract, references, citings, index terms

Visualization systems are complex dynamic software systems. Debugging such systems is difficult using conventional debuggers because the programmer must try to imagine the three-dimensional geometry based on a list of positions and attributes. In addition, the programmer must be able to mentally animate changes in those positions and attributes to grasp dynamic behaviors within the algorithm. In this paper we shall show that representing geometry, attributes, and relationships graphically p ...

Keywords: algorithm animation, particle systems, program animation, program visualization, visual debugging

94 The relative contributions of stereo, lighting, and background scenes in promoting 3D depth visualization

Geoffrey S. Hubona, Philip N. Wheeler, Gregory W. Shirah, Matthew Brandt

September 1999 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 6 Issue 3

Full text available: pdf(1.59 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: 3D user interfaces, cue theory, depth perception, shadows, stereoscopic viewing

95 Multiresolution mesh morphing

Aaron W. F. Lee, David Dobkin, Wim Sweldens, Peter Schröder

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(22.73 MB) Additional Information: full citation, references, citings, index terms

Keywords: interpolation, mesh simplification, meshes, morphing, multiresolution, surface parameterization

96 Fine level feature editing for subdivision surfaces

Andrei Khodakovsky, Peter Schröder

June 1999 **Proceedings of the fifth ACM symposium on Solid modeling and applications**

Full text available: pdf(1.42 MB) Additional Information: full citation, references, citings, index terms

Keywords: feature modeling, hierarchical modelling, multiresolution editing, subdivision, surface deformation

97 Integration of spatial join algorithms for processing multiple inputs

Nikos Mamoulis, Dimitris Papadias

June 1999 **ACM SIGMOD Record , Proceedings of the 1999 ACM SIGMOD international conference on Management of data**, Volume 28 Issue 2

Full text available: pdf(1.66 MB) Additional Information: full citation, abstract, references, citings, index terms

Several techniques that compute the join between two spatial datasets have been proposed during the last decade. Among these methods, some consider existing indices for the joined inputs, while others treat datasets with no index, providing solutions for the case where at least one input comes as an intermediate result of another database operator. In this paper we analyze previous work on spatial joins and propose a novel algorithm, called slot index spatial join (SISJ), t ...

Keywords: query optimization, spatial joins, spatial query processing

98 Flatland: new dimensions in office whiteboards

Elizabeth D. Mynatt, Takeo Igarashi, W. Keith Edwards, Anthony LaMarca

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Full text available: pdf(1.11 MB) Additional Information: full citation, abstract, references, citings, index terms

Flatland is an augmented whiteboard interface designed for informal office work. Our research investigates approaches to building an augmented whiteboard in the context of continuous, long term office use. In particular, we pursued three avenues of research based on input from user studies: techniques for the management of space on the board, the ability to flexibly apply behaviors to support varied application semantics, and mechanisms for managing history on the board. Unlike some p ...

Keywords: Flatland, light-weight interaction, pen-based computing, ubiquitous computing, whiteboards

99 Interactive technical illustration

Bruce Gooch, Peter-Pike J. Sloan, Amy Gooch, Peter Shirley, Richard Riesenfeld

April 1999 **Proceedings of the 1999 symposium on Interactive 3D graphics**

Full text available: pdf(641.05 KB) Additional Information: full citation, references, citings, index terms

Keywords: hardware rendering, illustration, interaction, lighting models, material

100 Adaptive resource management for flow-based IP/ATM hybrid switching systems

Hao Che, San-qi Li, Arthur Lin

October 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 5

Full text available: pdf(570.85 KB) Additional Information: full citation, references, index terms

Keywords: adaptive resource management, cut-through switching, flow cache management, flow classification, flow-based IP/ATM hybrid switching